

**Amendments to the Specification:**

Please replace the paragraph on page 1, lines 14-24, with the following redlined paragraph:

Software video compression or video encoding is a computationally expensive task. In a raw video sequence having ~~a~~an excessively large number of bits, the encoding process and resulting data transmission would be too intolerably slow for most viewers if every single one of the bits is encoded. Therefore, various techniques are implemented for reducing the amount of bits to encode, reducing frame rates, reducing resolution, and other reduction, for purposes of decreasing the overall size of the compressed video. This reduction is sometimes known as “lossy compression,” where in a given sequence of video frames, some savings are achieved by predicting current frames from previous frames and removing some perceptually unimportant data from the video sequence. The amount of data that is removed depends on the bit budget constraints.